



Volume V, #16

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



12 Apr 96

MARCIA VICTORIA VICTORIOUS!

The Frylingi Faction's Marcia Victoria finished a whole turn and a half ahead of the nearest competition to win our first CIRCUS MAXIMUS game. The Frylingi, Coronae, and Chinnerius factions raked in a pile of seesteras as she paid 11-1.

Our fourth STELLAR CONQUEST game will be starting next month to give the participants a chance to vote on the optional rules to be used. Likewise, DOWN WITH THE KING will start next month if we have four players and there is some consensus on the use of the Optional Tables and such. See p 18 for details.

LIPT OFF! begins this month. Interested players are asked to send in a country name and orders for the first year (buy what hardware, pay for what research, and announce what launches for 1957). We won't have a card draw this first year in order to let latecomers join in. Again, see p18.

STANDBY ALERT: We have several NMRs this month. France in "Boria IX" and Africa in ADV CIV. And Sean Beck in BRITANNIA. Anyone not already in "IX" is welcome to send orders for France. Sean's orders last time arrived the Thursday after the deadline after the issue had been printed and duplicated; hopefully the USPS didn't do him in again. Wayne Morrison has conditionally taken over the position. Peter Boyum is our 1st alternate in ADV CIV, so would he tender standby orders for Phil Nast's Africa?

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: Never drive home from a Gordon Research Conference with somebody who teaches a similar course as you do. Suddenly, your remote intention of turning your lecture notes into a modest little textbook become serious reality.
Rene P. Schwarzenbach, Philip W. Gächwend, Dieter M Imboden

EWORLD is officially shut down now, so Boria has yet another new e-address: prbolduc@aol.com. Ms Nar has her own too now: manar@aol.com.

The fussiness of the print of the last few issues has hopefully been solved by changing the ink cartridge and using a better grade of paper for the master.

The registration form for AvalonCon (31 Jul-4 Aug) arrived this week. Mike Tsui appears to be going and Wayne Morrison wants to if he's still in the country then. Ms Nar is not pleased with the prospect. Team Boris anyone?

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and a free issue) goes to Ron Fleher for his Oslo article in "Boria IX".

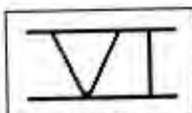
This month's Ms Nar SuperSudey Bomb will be lobbed at our NMR folk. It's not healthy to torque off Ms Nar!

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CDT) 4 MAY 96



BRITS EYE VICTORY!! AUSTRIANS DESPAIR!!



199485

SPRING 1918

ERRATA: The Austrian move to TRI from VEN succeeded and A PIE can retreat to VEN or TRI.

WALL ST JOURNAL--The war seems all over but the shouting. None of Britain's centers are at real risk and LPL, POR, and STP are apples ripe for the Duke's plucking. We expect he will. Emperor Wayne can only wonder at the lost opportunities of the early Teens.

TROOP MOVEMENTS Austrian A PIE retreats to VEN. Austria loses A BOH. England builds A Edi. A Lon.

AUS (Morrison): F Tus-Rom, A Tri-Ser, A Gre S A Tri-Ser, F Alb S A Gre, F Ion-Nap, A Neg-Apa, A Ven H, A Vie S A Bud, [A Bud S A Tri-Ser].

ENG (York): [A Edi-Lpl], A Lon-Yor, F Mid-Wes, F Eng-Mid, F Nrg-Bar, F Nwy S F Nrg-Bar, F Nth-Den, F Sre-Bot, F Bal S A Ber, [A Ber S A Mun], [A Mun S AUS A Boh-Sil(nau)], A Bur S A Mun, A Pie-Tri, F Lya-Tyn, F Tun S F Lya-Tyn.

RUS (Anderson): A Bul S A Rum-Ser, [A Cal-Bud], [A Rum-Ser], A Sil S A Pru-Ber, [A Pru-Ber], [A Fin-StP], [A Mos-StP], F Lpl H, F Ang S A Bul.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; neo = unit not so ordered; nep = no such place; neu = no such unit; nvr = no vote received; oth = off the board; otm = unit on the move; r-?? = unit is dislodged; u = unordered. Austrian A PIE must retreat oth or to TRI. Russian A BER must retreat oth or to PRU; A VIE must retreat oth or to GAL.

ALDA-CHUR

SPRING 1918 ACTION:

PRB sells 567 rubles and buys 378 pounds (\$3+5670-5670 = \$5).

Company	\$	Kroner	Pounds	Rubles	Value
PRB	8	0	378	0	\$5673
RVE	13	0	358	10	\$5538
WOMEX	1	0	333	0	\$4996
NEWBOT	4	193	0	74	\$2472
RETW	2293	0	0	0	\$2293
USED	0	188	20	0	\$1947
CCH	1	80	0	0	\$ 721
FROG	10	73	0	0	\$ 667
MT	0	0	0	0	\$ 0

LEGEND: CCH = Corporation for Currency Holding, FROG = Federal Reserve Option and Guarantee, NEWBOT = Neenah World Board of Trade, PRB = People's Revolutionary Bank, RETW = Retired Wayne, RVE = RV Exchange, USED = Uranian Sircus Exchange & Depository, WOMEX = Wordelmann's Monetary Exchange

The Alda-Chur Bourse is closed next season.



Don't forget to buy your 1918-1919 book.



Peace Fails! Peace Reproposed

V11

Fall 1913

1994 AT

MURKWOOD: Germany's inexorable march to hegemony has been sidetracked for the moment by sabotage by an unknown (but soon to be executed) clerk in the Signals Office. Will this buy enough time for an Anglo-Turkish axis to form and stop the march? If so, 'tis Britain that will gain most initially. How is Sultan Ali Dave to be bought off?

TROOP MOVEMENTS

Turkey retreated F Nap to APU and A RUM-BUL.

ENG (Hanna): [F Nrg-Nwy], [F Nth S F Nrg-Nwy], F Eng S F Nth, F Lyo-Wes, F Tyn S F Nap, F Tun-Ion, F Nap S F Tun-Ion, [F Aeg-Smy], A Pie-Ven, A Rom S A Pie-Ven.
GER (Morrison): A Mun-Bar, A Bel-Pie, [F Den-Nth], F Hol S F Den-Nth, [F Nwy S F Den-Nth], [A Tri S A Ven-Tri](nao), [A Ven S A Tri](dup orders, r-???) A Rum-Sev, A Ukr S A Rum-Sev, A Moe S A Rum-Sev, [A Bud-Rum], A Gal S A Bud-Rum, [A Tri-Bud], [A Ven-Tri](dup orders, r-???)
TUR (Anderson): F Ion-Adr, F Gre H, F Smy H, [F Apu-Ven], F Bia S A Bul-Rum, [A Sev S A Bul-Rum](r-???) A Bul-Rum, A Alb S A Ser, A Ser S A Bul-Rum

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nau = not own unit, nso = unit not so ordered; nap = no such place; nsu = no such unit; oib = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered. Turkish A SEV must retreat oib or to ARM; German A VEN must retreat oib or to TUS.

The draw fails 1-1-1. It is reproposed.

SUPPLY CENTER CHART

ENG: Edi Lon Lpl Por Spa Par Bre Tun Mar Rom +Nap +Ven
 GER: Ber Kie Den Hol Swr Mun Bel Nwy Mos StP War -Ven Vie Tri Bud +Sev
 TUR: Ank Con Smy Gre Bul Rum-Nap-Sev Ser

(12) Build 2
 (15) Even *
 (7) Tear 2**

* If A VEN retreats oib, may BUILD 1.
 **If A SEV retreats oib, must TEAR 1.

Due next time are votes on another E/G Draw, retreats, builds/tears and orders for Spring 1914.

EMBASSY BEAT

BERLIN: It is with much regret that Germany must counter the movement of English forces toward the Fatherland with aggressive countermoves and possible loss of hard earned gains in the north and south. We still intend to crush the evil forces of the Islamic hordes of Turkey although it may now take a little longer.

TURKEY-LONDON: Like Butthead might say, "Like, you should try to stab him and stuff and like get lots of data and get chicks and stuff and that would be cool."

TURKEY-World: Please pay no attention to the idiot above--he's brain damaged

BOLDHOME

FALL 1913 Action

PRB sells 500 pounds, 500 marks, and 500 piasters (\$2250+785+770+605 = \$4410).

	USA	ENG	GER	TUR
SPR 13:	1.00	1.57	1.54	1.21
FAL 13:	1.00	1.52	1.49	1.16

Corp	USA	ENG	GER	TUR	Value
PRB	4410	3150	1200	2500	\$13826.00
RVE	52	2500	4750	350	\$11335.50
CLOWNS	37	8200	1250	0	\$08763.50
TPB	31	700	1500	1600	\$04683.00
RTE	0	1000	500	1750	\$04225.00
Par	0	1000	1000	1000	\$04170.00

Legend: CLOWNS = Contentual Liberties of Worthy Nations Securities, PRB = Peoples' Revolutionary Bank, RVE = RV Exchange, TPB = Tundra Peat Bank



RIOTS IN FRANCE!! Turks Routed!

IX

Fall 1905

1995X

CLEARWINE: The three lesser Powers continue their slide into oblivion. Austria continues to be the dominant Power and has decided the time has come to stick it to those upstart Hohenzollerns. The Italian jackal continues to grow sleek and fat from the morsels too distant for the Austrian clutch. Britain looks forced into an alliance with her German cousins. Formation of the Gibraltar and Scandinavian stalemate lines should be the West's first order of business.

TROOP MOVEMENTS

Turkish A ANK retreated to ARM.

AUS (K. Wilson): F Con-Aeg, A Gal-Sil, A Boh-Mun, A Rum S A Sev, (A Sev S A Rum), A Bul-Ser, (F Lyo S ITA F Wes-Spa(sc))(nso), A Vie H(u)
 ENG (Zodda): F Mid-Por, (F Iri-Mid), A Wai H, F Lon S F Nth-Eng, (F Bel-Pic), F Nth-Eng, F StP(nc)-Bar.
 FRA (Gerham): NMRI, A Pic H(u), F Bre H(u).
 GER (J. Shacklett): F Bot-StP(sc), F Swe-Den, (A Mun-Tri)(r-??), (A Par S ENG F Mid-Bre)(nso), A War H, A Sil-Boh.
 ITA (R. Flaher): (A Smy-Arm), F Ank H, (F Wes-Mid), (A Ose S ENG F Mid-Bre)(nso), A Mar H, A Tri S AUS A Boh-Mun.
 RUS (Melnick): A Mos S A War, (A War S A Mos)(nou), A Ukr H(u).
 TUR (Deb Osborne): (A Arm-Ser) throwing a party along the way.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered. German A MUN must retreat oth or to BER, BUR, KIE or RUH.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gra Ser Bul Con Rum Sev +Mun
 ENG: Edi Lon Lpl Nwy Bel Por -StP
 FRA: Bre -Mar -Par
 GER: Ber Kie -Mun Hol Den Swe +Par -StP +War
 ITA: Nap Rom Ven Tun Smy Spa +Ank +Mar
 RUS: Mos -War
 TUR: -Ank

(10) Build 1
 (6) Tear 1
 (1) Tear 1
 (8) Build 2
 (8) Build 2
 (4) Tear 1
 (0) Tear 1, OUT

Due next time are retreats, builds/tears, and orders for Spring 1906. Thank go out to Debbie for both playing it out under discouraging circumstances and for writing some excellent press. Keep it coming in from your "exile in India".

EMBASSY BEAT

ROME: Foreign Minister Fisher has been sent to Vienna to discuss a proposal to end hostilities on the Continent, co-ordinate Italian and Austrian co-operation and indulge in fine Austrian pastries.

A to I: CON - AEG clears you a path

A to O/E: The sides are set. Engage.

CLASSIFIEDS

A Mos -Pray!



GERMANY BALLOONS!! TSAR STYMIED!



Fall 1901

1996Q

MINAS MORGUL: Both the Kaiser and the Tsar need to tread softly in the coming year - but for very different reasons. The former has grown conspicuously strong and is now the object of nervous speculation amongst his neighbors perhaps enough to catalyze an otherwise unlikely alliance. The latter has grown weaker in relation to his neighbors and may become a target of a hostile takeover. The latter already has two declared enemies in Austria and Turkey. The English army is adjacent to STP and Germany will surely find further expansion eastward easier than breaching the forward French defences. Italy may well prove the key to Russia's fate as he is already in Austrian territory.

TROOP MOVEMENTS

AUS (J. Shacklett): F Tri H, A Vie-Gal, [A Ser-Ru
ENG (Fisher): A Edi-Nwy, F Nrg C A Edi-Nwy, F Nth S GER A Ruh-Bel;
FRA (Carbonneau): A Mar-Spa, [A Bur-Bel], F Mid-Por;
GER (Boyum): A Kie-Hol, A Ruh-Bel, [F Den-Swe
ITA (Zodda): A Rom-Ven, A Tri S A Rom-Ven, F Ion-Tun;
RUS (Anderson): [A Ukr-Rum], [A War-Ukr], F Sev S A Ukr-Rum, [F Bot-Swe];
TUR (Gunar): A Bul S AUS A Ser-Rum, A Con-Smy, F Ank-Bis.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible;
neo = unit not so ordered; nsp = no such place; neu = no such unit; otb = off the board; otm
= unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

AUS: Bud Tri Vie +Ser	(4) Build 1
ENG: Edi Lon Lpi +Nwy	(4) Build 1
FRA: Bre Mar Par +Por +Spa	(5) Build 2
GER: Ber Kie Mun +Bel +Den +Hol	(6) Build 3
ITA: Nap Rom Ven +Tun	(4) Build 1
RUS: Mos Sev StP War	(4) Eren
TUR: Ank Con Smy +Bul	(4) Build 1

Due next time are orders for Winter 1901/02.

EMBASSY BEAT

OSLO: First Sea Lord, Sir Ronald Fisher, received a courtly welcome from the King of Norway and in turn invited the King aboard the British dreadnought for a tour of the fjords conducted by Slartibartfast of Magrathes, their designer. Sir Ronald was impressed by the magnificent glaciers, the King was impressed that the ship did not run into anything and both credited their host. Slartibartfast, a likable old chap, though he does tend to go on a bit. Off on a tangent, talking and talking, on its quite interesting and informative but he just keeps talking and ... what? Oh, ... sorry.

PARIS hopes that the minor cause for concern on Germany's part have been put to rest and mutual cooperation can again proceed between our countries.

RUSSIA-TURKEY: As long as no one claims BLA, I am a peaceful man. I will take a piece of Austria first.

BORIS WORLD PRESS REVIEW

Paris Herald: Government sources report that French armed forces in BUR and MAR were alerted because of distrust with the Italian King.

CLASSIFIEDS

Public opinion favors English tea, French wine and German beer to Italian wine, vodka, and other Eastern spirits.



MAGIC REALM

Bennie Battered!

Razi Dead!

EVENING 9 / DAY 10



THE CAST:

Dave Anderson:
John Butitta:
Marcel Carbonneau:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Willie the Pilgrim
Amber Rose the Amazon
Razi the (optional) Wizard
Simplomo the Sorcerer (aka Misty)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon

ERRATA: Simplomo is at CV4. The map drawn for Day 6 missed the connection between Cavern 1 & Cavern 3.

EVENING 9

MONSTER ROLL - 3

AT THE INN: The brawl begins.

Round 1: Raoul (R5) lures Peter (PHQ). Roger (R6) lures Paul (P1) and Ralph (R7) lures Perry (P2). Peter thrusts M4* while his horse dodges 7. Raoul swings M3* while dodging 4 and Bennie thrust H4*. Bennie kills Pete's horse, Peter misses, and Raoul bifurcates Peter's best liver so that the Mist of Death overtakes him. The Petrolia treasures are abandoned. Meanwhile Paul swings L4* while his horse ducks 7. Roger swings M3 and dodges 5. Roger kills Paul's horse seconds before being truncated at the navel. Perry thrusts L4* while his horse ducks 6. Ralph, thrusting M1* charging 5, kills the horse while Perry sends Ralph into the arms of the Destroyer of All Delights.

Round 2: Bennie lures Paul and Raoul lures Perry. Bennie targets Paul, swinging H5 and ducking H4*. Paul smashes M4*/ducks 4, damaging Bennie's helmet. Perry swings M5*/dodges 3 and Raoul swings M3*/dodges 4. Perry too takes the Big Sleep. Bennie fatigues a MOVE T6* hit and wounds a MOVE H6 hit.

Round 3: Raoul lures Paul. Paul swings L4*/dodges 3, but Raoul's swing 3*/4 is faster and slays him ere Bennie can heft his alerted axe (thruer H4). Bennie gets 6N and 6Q, but loses 4N for getting Ralph and Roger killed.

AT THE SMALL CAMPFIRE: It ain't pretty. The Bashkars evidently sniffed out Razi's hiding place from whatever he's smoking. Six raiders swiftly descend upon him with cries of "Infidel! Unclean!" Razi hastily casts "Fiery Blast" with his MAGIC IV3* and PURPLE 4 in swing while dodging M4. The ponies come thundering in: Bart's and Barry's charging. Bob's & Beowulf's dodging, and Bruno's and Bazo's ducking. All but Bob's are fried by the blast. Meanwhile Bart (BHQ) swings L4*. Bob (B1), Barry (B3), and Beowulf (B4) smash L3*, M5*, & L2* respectively, and Bruno (B2) and Bazo (B5) thrust L3* and L2* respectively. None miss. Razi takes five medium and one heavy damage hits and is sliced and diced.

AT CV4: Willie sits by his campfire contemplating the Universe, his personal fate and the lines of force around the Realm. Suddenly he sits up straight - a great realization has just arrived that events have conjoined and twisted to align the forces of nature with Willie's personal future in mind. Willie smiles, allows his brain to cool slightly and promptly falls into a deep sleep.

DAY 10

MONSTER ROLL -4

Bennie @ Inn. S(Locate 5,4 = nothing), S(Locate 3,2 = passages), S(Locate 5,4 = nothing), S(Locate 5,1 = nothing), R(MOVE H6).

Thorn @ C18: H(5,4 = y), M C12, M C61. Reveal Slink C, Pool 5. A Troll appears at C61.

Smaug @ C64: H(4,2 = y), M C63. The Troll moves to C63.

Amber Rose @ C5: H(4,4 = y), M C63, M C63, M C65, M C66. Reveal Slink M, Lost Castle 1, Cairns 5.

Flutter 2, Patter 2, Patter 5, Razi 6. The Troll moves to C65.

Willie @ CV4: M BL1 - blocked by H dragon. Reveal SMOKE C, HOARD 6.

Simplomo @ CV4: H, H, R, SPX. SP(MAGIC IV 4 to PURPLE)

COMBAT: Willie will use his T-cllobber to kill the H dragon. Amber Rose could fight the T giant (but couldn't win). Smaug could take on the Troll with a similar outcome.

Due next time are orders for Evening 10 and Day 11.

DEAD PILE: The Patrol. Ralph and Roger. Ponies BHQ & B2-B5.

---continued on p 18



BRITANNIA

Turns 1 & 2
43-110 AD



The Cast:

PURPLE: Paul Diecke
GREEN: Peter Boyum

BLUE: Shawn Beck/Wayne Morrison
RED: David Anderson

The Board:

ROMANS: 2A & F @ Bernicia, Cheshire, Kent, March, & N Mercia; 1A & F @ Hwicce, Suffolk, & York; F @ Avalon, Downlands, Essex, S Mercia, Sussex, & Wessex.
BELGAE: 2A @ Lindsey; 1A @ Norfolk
WELSH: 2A @ Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, & Gwynedd.
BRIGANTES: 1A @ Cumbria, Galloway, Lothian, Pennines, Strathclyde
PICTS: 1A @ Alban, Dalraida, Dunedin, Mar, Moray, & Skye.
CALEDONIANS: 1A @ Caithness, Hebrides & Orkneys.

Turn 1 (cont)

BELGAE: Grow 1.5 pp. Hold.
WELSH: Grow 4.5 pp. Add 1A @ Devon; 1A Powys-Gwent; 1A Gwent-Devon; 2A Devon-Wessex (4,2,2; 5,5,2 -1P, +1 VP).
BRIGANTES: Grow 4 pp. Add 1A @ Pennines; 1A Cumbria-Galloway; 1A Lothian-Strathclyde.
PICTS: Grow 4 pp. Add 1A @ Skye. Hold.
CALEDONIANS: Grow 1.5. Hold.

Turn 2

ROMANS: 1A Cheshire-Cumbria (+F); 1A N Mercia-Lothian (+F); 2A Bernicia-Strathclyde (Brigs submit, r-Lothian); 1A York-Dunedin (5:1 -1 Pict +F); 2A Kent-Wessex (5,2,6,6 -2 Romana, +2 VP); 1A Hwicce-Cheshire; 1A Suffolk-Norfolk; 1A N Mercia-Norfolk (2,1,1 Belgae r-Lindsey, +F); 1A Cheshire-York; 1A March-Bernicia.

Score: Purple 24; Red 3; Blue 2; Green 3.

The Board:

ROMANS: 3A & F @ Lothian; 2A & F @ Norfolk; 1A & F @ Bernicia, Cheshire, Cumbria, Dunedin, & York; F @ Avalon, Downlands, Essex, Hwicce, Kent, March, N Mercia, S Mercia, Suffolk, Sussex.
BELGAE (1.5): 3A @ Lindsey.
WELSH (1.5): 2A @ Wessex; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, & Powys.
BRIGANTES (1): 2A @ Galloway, Pennines, Strathclyde.
PICTS (1): 2A @ Skye; 1A @ Alban, Dalraida, Mar, & Moray.
CALEDONIANS (1.5): 1A @ Caithness, Hebrides & Orkneys.

Red-Purple: Pardon me sir, let me get out of your way and please drive your Mac truck safely through the mountains.

Due next time are orders for the rest of Turn 2 and the Roman Turn 3.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???.

APPENDIX

Turn 6 (335-410 AD). (After Saxon 1st Wave)

The Board:

ROMANO-BRITISH: 3A @ York; 2A @ Alban, Mar; 1A @ Pennines.
WELSH (2.5): 2A @ Gwent, Powys
BRIGANTES (0.5): 3A @ Strathclyde; 2A @ Galloway; 1A @ Clwyd, Cumbria.
PICTS (1.5): 3A @ Moray; 1A @ Caithness, Orkneys.
IRISH (0): 1A Cornwall, Devon, Dyfed
SCOTS: 2A @ Skye; 1A @ Hebrides
JUTES: 2A @ Kent; 1A Sussex
SAXONS: 3A, L @ Downlands; 2A @ Essex, S Mercia; 1A @ Hwicce, Norfolk, Suffolk, Wessex.
ANGLES: 4R & 8A @ Frisia.

Score: Purple 51; Blue 27; Red 22; Green 12.



DANGERANCE IS MINE

ORs 6.1-6.2



PLAYER HOLDINGS:

Chuck Hanna: 6-B&O(P), 2-NYC, \$45 (Priority Card)
 Michael Quist: 6-C&O(P) & 1-B&O, D&H: \$60
 Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O: \$26
 Don Chinnery: 5-NYC(P), 2-PRR, & 1-B&O: \$5
 John Butitta: 6-CPR(P) & 1-C&O: \$89
 Paul Zieske: 6-B&M(P), 2-PRR, 1-B&O, 1-C&O & 1-CPR: \$14

Operating Round #6.1

Private Company Dividends: \$5 - NYC, \$10 - CPR, \$15 - Quist, \$25 - B&.

NYC - Upgrade G19 w/tile #54(sw) for \$80 and place token in H18(ne) for \$100, run trains - H18-G19-G17-E19 for \$140 & F22-F24-E23 for \$90, payout \$23/share dividend! +\$46 Hanna, +\$115 Chinnery & +\$69 NYC. Stock moves to D 110, treasury = (\$221+\$5-\$80-\$100+\$69) = \$115

B&O - Lay tile #9 in H6(w), run train - I15-H16-H18 for \$120, payout \$12/share dividend! +\$72 Hanna, +\$12 Quist, +\$12 Morrison, +\$12 Chinnery & +\$12 Zieske, stock moves to E 100, treasury = \$540

PRR - Upgrade H6 w/tile #23(w), run trains - I15-H16-H18 for \$120 & H10-H12-H15 for \$80, payout \$20/share dividend! +\$120 Morrison, +\$40 Chinnery & +\$40 Zieske, stock moves to E 100b, purchase 1-74 train for \$300, treasury = (\$420-\$300) = \$120

B&M - Upgrade D18 w/tile #25(sw), run train - E19-G17-G19 for \$100, payout \$10/share dividend! +\$50 Zieske & +\$10 B&M, stock moves to B 100, no train purchase, treasury = (\$485+\$25+\$10) = \$520

C&O - Buy the D&H from Quist for \$140, Upgrade F4 w/tile #14(sw), run train - I15-H10-G7-F6 for \$110, withhold \$110 - stock falls to B 82, purchase 1-75 train for \$450, treasury = (\$520-\$140+\$110-\$450) = \$40

Brown tiles available, private companies are dissolved, 3 OR's next time, etc., etc. PRR must give up one train (GM assumes it to be 1-78 train) to the Bank Pool

CPR - Lay tile #5 in B12(w) for \$80, run train - A19-B20-E19 for \$80, payout \$8/share dividend! +\$48 Butitta & +\$8 Zieske, stock moves to C 90, treasury = (\$450+\$10-\$80) = \$380

Operating Round #6.2

NYC - Upgrade H18 w/tile #68(sw), run trains - H18-G19-G17-E19 for \$150 & F22-F24-E23 for \$90, payout \$24/share dividend! +\$48 Hanna, +\$120 Chinnery & +\$72 NYC. Stock moves to D 120, treasury = (\$115+\$72) = \$187

B&O - Upgrade I17 w/tile #29(w), run train - I15-H16-H18 for \$120, payout \$12/share dividend! +\$78 Hanna, +\$12 Quist, +\$12 Morrison, +\$12 Chinnery & +\$12 Zieske, stock moves to D 110, purchase 1-75 train for \$450, treasury = (\$540-\$450) = \$90

PRR - Lay tile #57 in H4(w) (note #27 is unavailable), run trains - I15-H16-H18 for \$120 & H4-H10-H12-H15 for \$100, payout \$28/share dividend! +\$128 Morrison, +\$46 Chinnery & +\$46 Zieske, stock moves to D 110b, treasury = \$120

B&M - Upgrade G19 w/tile #63(sw), run train - E19-G17-G19 for \$120, payout \$12/share dividend! +\$72 Zieske & +\$12 B&M, stock moves to B 112, no train purchase, treasury = (\$520+\$12) = \$592

CPR - Lay tile #57 in B16(e), run train - B16-A19-B20-E19 for \$100, payout \$10/share dividend! +\$50 Butitta & +\$10 Zieske, stock moves to C 100, treasury = \$690

C&O - Lay tile #7 in G5(nw), run trains - I15-H10-G7-F6 for \$110 & F6-F4-E2 for \$130, payout \$24/share dividend! +\$144 Quist, +\$48 Morrison, +\$34 Butitta & +\$24 Zieske, stock moves to B 90, treasury = \$40

PLAYER HOLDINGS:

Chuck Hanna: 6-B&O(P), 2-NYC: \$289 (Priority Card)
 Michael Quist: 6-C&O(P) & 1-B&O: \$284

Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O: \$35
 Don Chinnery: 5-NYC(P), 2-PRR & 1-B&O: \$35
 John Buritta: 6-CPR(P) & 1-C&O: \$22
 Paul Zieske: 6-B&M(P), 2-PRR, 1-B&O, 1-C&O & 1-CPR: \$299

COMPANY STATUS:

Name	Trains	Value	Pool	I.O.	Par.	Treas	Tokens
NYC	1-"5" & 1-"4"	D 120	3	---	---	\$231	1
B&M	1-"3"	B 112	1	3	\$100	\$52	0
B&O	1-"3" & 1-"5"	D 110	0	---	---	\$90	0
PRR	1-"3" & 1-"4"	D 110	0	---	---	\$120	2
CPR	1-"4"	C 100	0	3	\$90	\$360	3
C&O	1-"4" & 1-"5"	B 90	0	---	---	\$40	2

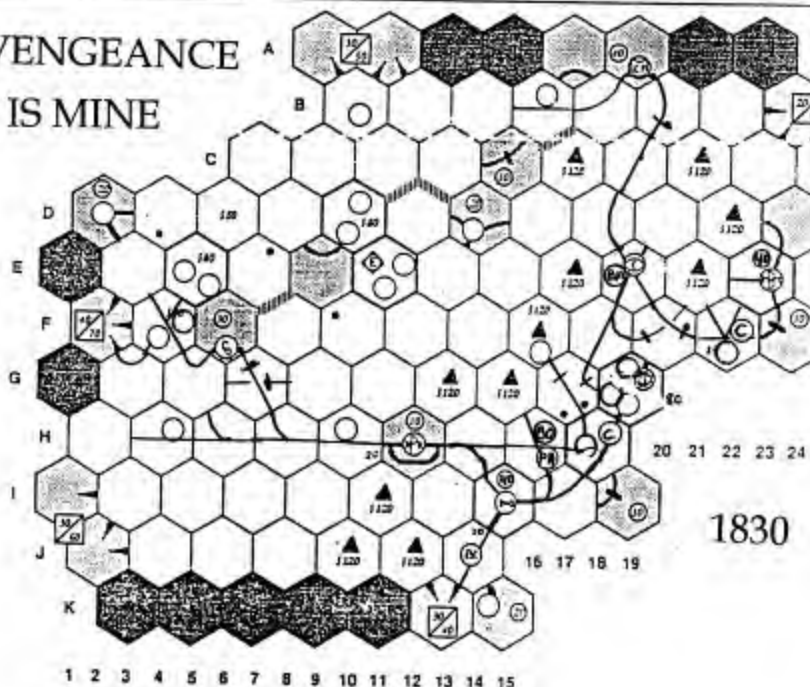
Trains Available: 5, 5, 66, DDDDDDD

Tiles Available

Yellow: 1(1), 3(2), 4(2), 7(2), 8(8), 9(6), 57(0), 58(1), 69(1)
 Green: 14(0), 15(1), 16(1), 18(1), 19(1), 20(1), 23(0), 24(2), 25(0), 26(1), 27(0), 28(1), 29(0), 59(2)
 Brown: 39(1), 40(1), 41(2), 42(2), 43(2), 44(1), 45(2), 46(2), 47(1), 61(2), 63(4), 64(1), 65(1), 67(1), 68(1), 70(1)

DUE NEXT: Orders due for next time will be for Stock Round #7, please provide general intentions with your stock orders. Orders are due to Mark on 1 May 96.

VENGEANCE IS MINE





1835

Phasc Change!!
OR Floats!

Achtung! SX has 4+4-train. WT a 3+3-train. BY station is in J6N not J4N.

Spielesituation: (Aktienlimit = 0, @ = at limit, # = pair of 0.5 PR)

Farrow 211M, 8 BY(Dir), 4 MS* (Dir)
 Butitta 202M, 6 SX(Dir), 1 WT
 Freuh 793M, 10* BA(Dir), 2 PR @
 Chinnery 518M, Hann, 2 SX, 4 PR # (Dir)
 Teuk 208M, #6, 9* WT(Dir), 2* MS
 R. Fisher 508M, 4 BY, 2 SX, 1 HE, 1 MS, 0.5 PR @
 Zieske 429M, PB, #4, 9* HE(Dir), 1 PR @ <der Zug>

Gesellschaftssituation:

Name	Valde	Pool	I.O.	Cash	Trains	Tokens
#4			0	50	-	G5
#6			0	76	-	C11N
BY	B210	0	0	15	4	O15, L14N, J8, J4N, (1)
PR	D154	0	0	1128	----	E19, H2, P14
SX	D138	0	0	103	3,4+	H18, H20, C11E
BA	E98	0	0	315	33,3+	L65W, H2
HE	C92a	0	0	395	3+4	J8, 13
WT	C92b	0	0	389	3+4	M9, (1)
MS	E72	0	3	479	3	C13, E19

Betriebsrunde 9.2:

Zieske converts #4 to PR. Teuk converts #6 to PR. Privates pay Zieske (+15M) and Chinnery (+30M).

BY: No tile lay. Run J6N-J6S-J8-L14 (130M). Pay (DF +78M, RF +52M). Price soars to B234.
 PR: No tile lay. No train so no run; price dips to D138b. Buy two 5-trains (1252M-100 = 252M).

PHASE CHANGE. All privates are taxed. Train limit now two (3 for PR). BA turns in a 3-train to the Bank. Three ORs between SRs beginning in OR 10. Brown tiles are available

SX: Lay #63 in H10(se). Run B16-B14-B12-C11E-E19-E21-H20-H22 (200M) @ E19-H16-H20 (120M). Pay J8 +102M, DC +64M, RF +64M; price rises to D154.
 BA: Lay #41 in K7(ne). Run J6-13-H2-11-K3 (130M). H2-G3-G5 (100M) and H2-13-J6N (110M). Pay dividends (MMF +230M); stock goes to E104.
 HE: Lay #217 in J6(e). Run L14N-J8-J4-11-K3 (140M) @ H2-13-J6-J8 (180M). Pay (PZ +270M, RF +30M). Price goes to C100.
 WT: Lay #13 in M9(sw). Run M9-L8 (40M) & M9-N12-O15-L14S (120M). Pay (MT +144M, JB +36M); price goes to C100b.
 MS: Lay #218 in L14(nw). Run H16-E19-C21 (120M). Pay dividend (DF +48M, WT +36M, RF +12M). Price returns to E80.

Aktienrunde 10:

Zieske buys 1 MS (714M-80 = 634M). @
 Farrow buys 1 MS (337M-80 = 257M).
 Butitta & Freuh pass. Chinnery buys OL Directorship (610M-160 = 450M). @
 Teuk nationalizes 1 WT from Butitta (388M-150 = 238M). @
 Fisher & Zieske pass. Farrow buys 1 MS (257M-80 = 177M). MS sold out @
 Butitta & Freuh pass.
 Chinnery sells 2 SX and buys 2 OL (450M+308-160 = 598M). SX drops to E140.
 Teuk passes.
 Fisher sells 0.5 PR and buys 1 SX (868M+69-140 = 595M). PR drops to E128. @
 Zieske passes.
 Farrow sells 1 BY and nationalizes 2 MS from Teuk (177M+234-240 = 171M). BY drops to C212.
 Butitta & Freuh pass. Chinnery buys 2 OL (598M-360 = 438M). OL floatet @
 Teuk buys 1 BY (238M+240-212 = 264M). BY sold out @
 Fisher & Zieske pass. Farrow buys 1 SX (171M-140 = 31M). SX sold out @
 All pass

BY, SX, BA, HE, WT, & MS are sold out and so rise to B234, D154, D112, B108a, B108b, & D84 respectively. Due next time are your orders for Betriebsrunde 10.1-2 (OR 10.1-2). Butitta has der Zug.

Spielesituation: (Aktienlimit = 0, @ = at limit, # = pair of 0.5 PR)

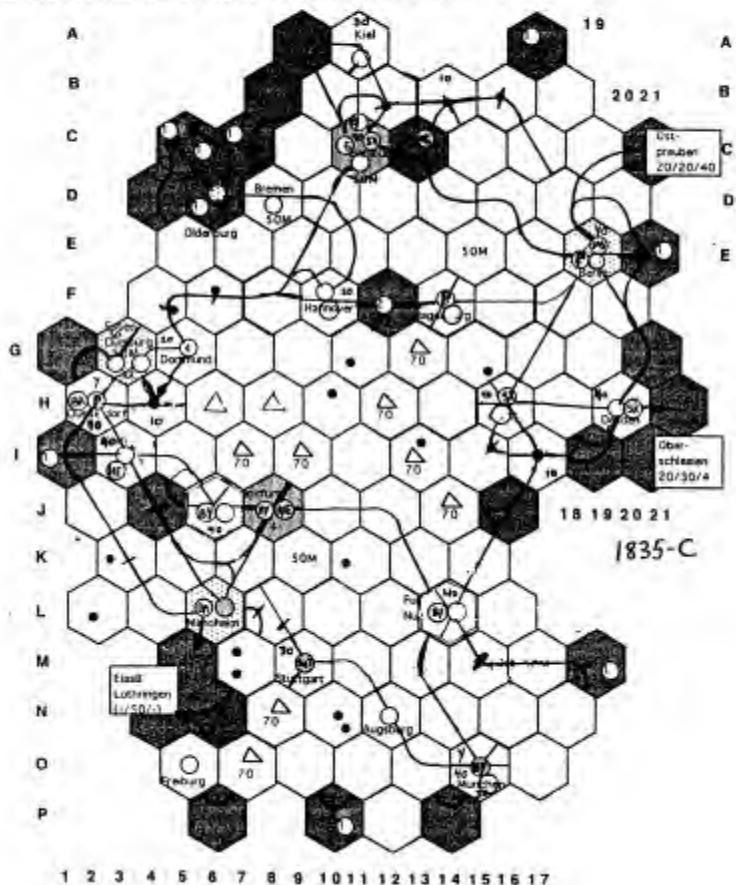
Farrow 31M, 5 BY(Dir), 8 MS* (Dir), 1 SX @
 Butitta 566M, 6 SX(Dir)
 Freuh 1023M, 10* BA(Dir), 2 PR @
 Chinnery 438M, 5 PR # (Dir), 6** OL (Dir) @
 Teuk 264M, 10* WT(Dir), 0.5 PR, 1 BY
 R. Fisher 595M, 4 BY, 3 SX, 1 HE, 1 MS @
 Zieske 634M, 9* HE(Dir), 2 PR, 1 MS <der Zug>

Gesellschaftsteilung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	B234	0	0	15	4	010, L14N, J8, JAN, (1)
SX	D164	0	0	103	3, 4+	H18, H20, C11E
FR	E126	0,5	0	252	55	E19, H2, F14, G5, C118(2)
BA	D112	0	0	315	33, 3+	L6(SW), H2
HE	B108a	0	0	395	3+ 4	J8, 13
WT	B108b	0	0	399	3+ 4	M9, (1)
MS	D84	0	0	719	3	C13, E19
OL	E80	0	4	480	—	(2)

Verfuegbare Zuege: 3, 5+, 6, 6+, 8+6+8+
The Bank has 5777M

Verfuegbare Gleisteilen: #1(1), #2(0), #3(0), #4(1), #5(3), #6(2), #7(8), #8(5), #9(2), #12(0), #13(1), #14(1), #15(1), #16(2), #18(1), #19(1), #20(2), #23(1), #24(1), #25(3), #26(0), #27(2), #28(1), #29(1), #39(1), #40(1), #41(1), #42(2), #43(1), #44(2), #45(2), #46(2), #47(2), #55(1), #56(1), #57(0), #58(2), #63(2), #69(2), #70(1), #87(0), #88(2), #203(2), #204(0), #205(1), #206(1), #208(0), #218(4), #217(1), #218(1), #219(2), #220(1), #221(1).





MERCHANT OF VENUS

Turns 21.3-23.3



The Cast:	Role	Race	Ship	This Time	Next
Richard Weiss:	H.E.A.D.	Gossuth	Tr	6.2.1/6.4.3/6.5.5	6.4.2/5.3.3
Don Chinney:	Gizmo	Seepcep	Sc/Pr	5.5.2/5.1	5.1/3.1/5.5
Dell Wordemann:	W.D.M.	Dell	Ci	5.5.2.2/6.2.2.2	5.5.5.4/5.3.3.1
Mike Quist:	Little Fuzzy	Nik	Sc	6.2.1/4.2.1	2.2.1/4.1.1
Debbie Osborne:	Equina	Waynam	Tr	6.3.3/6.0.2	6.2.2/2.1.1
Chris Hassler:	Y.U.C.H.	Human	Ci	5.3.1.1/4.3.1.1	5.3.1.1/5.3.3.2

Turns 21.2-23.2

- H.E.A.D.** (6.2.1) <Cobble Port(p)>-R-(Y)-B-R-B-(Y)-E-R-B-R-DP. Buy factory, Guard Plant, 1 Bionic Perfume (-\$100-60+30-80).
- Gizmo** (5.5.2) <Interstellar Biosphere>-B-(Y)-(R)-Bypass(p). Sell Finest Dust with demand (draw Canned Trails & Space Spice), buy freighter & 4 Chicle Liquor (+\$50+50+10-300+30+33-160+16).
- W.D.M.** (5.5.2.2) <Cobbleport>-R-B-R-B-Y-B-R-Galactic Base. Stop and pickup Fare to 2. Little Fuzzy (6.2.1) <Y>-B-R-OB(r)-B-R-Open Port. Stop. Sell Sculptures (draw Mulch Wine) then buy 1 Bionic Perfume (+\$250-40).
- Equina** (6.3.3) <Ice Station(s)>-Ice Station(p). Sell 1 Dust (draw Mulch Wine) buy 1 Pelt (+\$50+5-850-5).
- Y.U.C.H.** (5.3.1.1) <Polkenport(p)>-R-TG6-TG5-Terror Station(p). Sell ServoMechanisms and Pedigreed Bolts (draw Demand for Wine 5 <+\$40> & Fare 10-Base<\$150>) then buy Titan's Tower and one Megalithic Paperweight (\$300+30+200+20-280+20-90+9).
- H.E.A.D.** (6.4.3) <Open Port>-(Y)-OB-R-(Y)-R-NC4-Multigeneration Ship. Sell Guard Plant (draw Rock Videos), buy Mulch Wine (+\$140-20).
- Gizmo** (5.1.1) <Bypass(p)>-(R)-B-(Y)-(R)O-B10(-\$10)>-(R)-B-Rainfall(p). Sell four Chicle Liquor with demand (draw Rock Video, Space Spice, Demand for Dust 35 <+\$50>), Chicle Liquor, Demand for Liquor 8 <+\$60> and Buy four Impossible Furniture (+\$360+60-440: Little Fuzzy gets \$42+44 in kickbacks).
- W.D.M.** (6.3.3.2) <Galactic Base>-Y-R-B-R-B-Y-R-Bypass-R-B-Y-R10-B10-R-Y-B-R-B-Y-B-R-Resolution Landing. Drop off fare (draw Demand for Dust 35 <+\$50>), then buy 1 Space Spice (+\$180-30; 16+3 kickback to Equina).
- Little Fuzzy** (4.2.1) <Open Port>-Y-OB-R-Y-NC4-Multi-Gen Ship. Sell Perfume (draw Fare 9a-Base <\$180>), buy 1 Wine (+\$140-20).
- Equina** (6.3.2) <Ice Station(p)>-A-R-(Y)-B-R-(Y)-A-OB-B-OB-Jewel Port(s). Deliver Fare (draw Vail Silk), buy 1 Designer Genes (+\$130-80).
- Y.U.C.H.** (4.3.1.1) <Terror Station(p)>-R20-B-R-B-Y-B-R. (-420)
- H.E.A.D.** (6.5.5) <Multigeneration Ship>-R20-NC5-R-(Y)-R-Space Station-R20-NC5-B-R-B-(Y)-B-R-B-(Y)-Moonport(p). Sell Bionic Perfume & Mulch Wine (draw Demand for Spice 4b <+\$40> & Mulch Wine), buy Red Drive, 2 Videos, and Minion (+\$140+60-240-200: YUCH gets +\$14+8-99+24+20 in kickbacks).

120

Due next time are three orders from Gizmo and two orders from everyone else. Your rolls are above. Triangles are ships, hexagons are factories.

CULTURE SUMMARY

- 1a: Glans Planet. Bionic Perfume(0), port(3).
- 1b: Water World. Vail Silk(4), port(1), Canned Trails, Fare to 10.
- 2: Desert World. Space Spice(3), port.
- 3: Multigeneration Ship. Mulch Wine(2), port, factory, demand for Spice (+\$60).
- 4a: Colony World. Finest Dust(1).
- 4b: Imbared Moon. Rock Videos(4), demand(3) for Spice (+\$40).
- 5: Ice Planet. Melf Pelt(5), demand(2) for Wine (+\$40), Fare to Base (+\$140), demand for Dust (+\$50).
- 6: Space Station Planet. Immortal Grease(4), port, factory, demand(2) for Pelt (+\$50).
- 7a: Interstellar Biosphere. Chicle Liquor(2), Custom Mives, demand for Dust (+\$).
- 7b: Polluted Planet. Servomechanisms(2), demand(3) for Dust (+\$50), demand(3) for Grease (+\$50).
- 8: Rogue Planet. Impossible Furniture(1), port, factory, demand for Liquor (+\$6).
- 9a: Jungle World. Designer Genes(4), port(2), factory, demand(2) for Liquor (8+60), demand(2) for Grease (+\$50), Fare to Base (\$180).
- 9b: War Torn System. Megalithic Paperweight(8), port, Fare to 5 (\$110).
- 10: Asteroid System. Psychotic Sculptures(2), port(2), factory.

Equina
Thunderbolt Immortal Greaseslapper II (Tr)
Hull: Yellow Drive
Holds: Melf Pelt, Designer Genes
Cash: \$70
IGU: \$100(\$6)
Factories:
Porter: GL, CP, 15

Horizon Expanding Aphrodisiac Deadheads
Wear II (Tr)
Hull: Shield
Holds: Y Drive, 2 Drive, Videos(2)
Cash: \$330

Yngvie's Universal Clearing House
Profs Monger II (Ci)
Hull:
Holds: Megalithic Paperweight
Cash: \$496
Deeds: \$1300
Facilities: \$43, \$46, \$7u
Ports: TS, MP, PF, TI

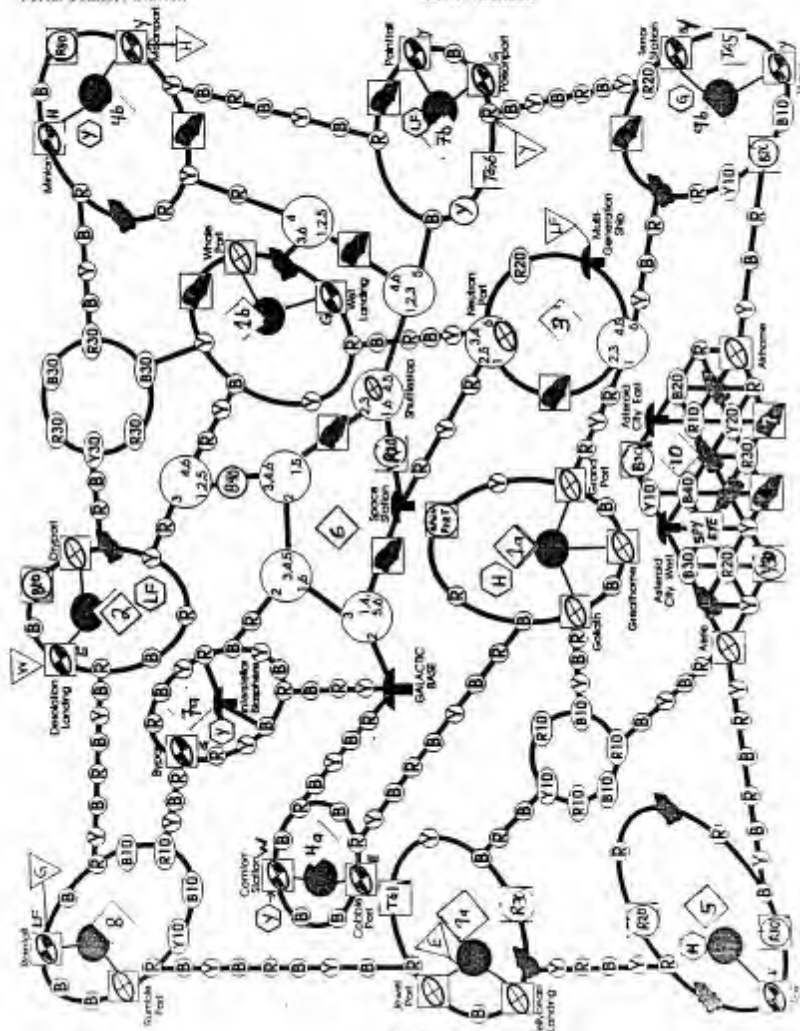
Gizmo
Pacific 4-B-2 (Fr)
Hull: Jump Start
Holds: C Drive, Furniture(4)
Cash: \$83

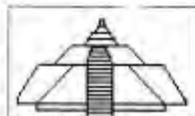
Deeds: \$200
Factories: \$5. #10
Ports: Nimon

We're Dell. Men:
Piercing/Bringing On/Thrust II (C)
Hull: Switch Switch
Holds: R Drive, Y Drive, Spice
Cash: \$580
Deeds: \$200
Factories:
Ports: Comfort Station

Deeds: 8910
Facilities: 19L, 21b
Policies: WL, PP, BP

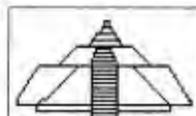
Little Fuzzy
XT-3 Seeker (Str)
Hull: Gate Lock, Autopilot, Relic Shield
Holds: Muirh Wine
Cash: \$527
Deeds: \$400
Factories: #2
Pests: Rainfall





ADV CIVILIZATION

Turns 1-4.3



1-4 <A57 (in AST order):

AFRICA (Nash): 1T @ Tunisia
ILLYRIA (Morrison): 1T @ Germany
CRETE (Carbonneau): 1T @ Knossos
BABYLONIA (Anderson): 1T @ Parthia

IBERIA (Farrow): 1T @ Lusitania
THRACE (Zieske): 1T @ Scythia
ASSYRIA (Deb Gaborne): 1T @ Nalchik
EGYPT (Ringhoffer): 1T @ Upper Egypt

TURN 1

1. TAXATION: n/a
2. POPULATION EXPANSION: All double
3. CENSUS: All at 2.
4. BOAT BUILDING: None
5. MOVEMENT:

AP: NMR! 2T @ Tunisia hold.
IB: 1T @ Lusitania-Tarraconensis, 1T Lusitania-Rheparis.
IL: 1T @ Germany-Pannonia, 1T @ Germany holds.
TH: 2T Scythia-Danube.
CR: 2T @ Knossos hold.
AS: 1T @ Nalchik-Armenia, 1T @ Nalchik-Cappadocia.
BA: 2T @ Parthia-Elam.
EG: 1T @ Upper Egypt-Buhen, 1T Upper Egypt hold.

5-9: N/A

10: All advance to 6500 BC

TURN 2

1. TAXATION: n/a
2. POPULATION EXPANSION: All double.
3. CENSUS: All at 4.
4. BOAT BUILDING: None
5. MOVEMENT:

AP: NMR! 2T @ Tunisia-Thapsus, 2T @ Tunisia hold.
IB: 2T @ Tarraconensis-Aquitania, 2T @ Hispania-New Carthage
IL: 1T @ Germany-Lower Ger, 1T @ Pannonia-Rubicon, rest hold
TH: 2T Danube-Moesia, 2T @ Danube hold.
CR: 2T @ Knossos-Phaestus, 2T @ Knossos hold.
AS: 1T @ Armenia-Van, 1T @ Cappadocia-Sinope, rest hold.
BA: 2T @ Elam-Nineveh, 2T @ Elam-Babylonia.
EG: 1T @ Upper Egypt-Siwa, 1T Buhen-Thebes, rest hold.

5-9: N/A

10: All advance to 5000 BC.

TURN 3

1. TAXATION: n/a
2. POPULATION EXPANSION: All double.
3. CENSUS: All at 8.
4. BOAT BUILDING: Crete converts 2T @ Knossos to a ship.
5. MOVEMENT:

AP: NMR! 1T @ Thapsus-Carthage, 2T @ Tunisia-Cirta, rest hold
IB: 2T @ Aquitania-Belgica, 1T @ Aquitania-Gaul, 1T @ Aquitania-Narbo, 1T @ New Carthage-Iberus, 1T @ New Carthage-Hispania, 1T @ New Carthage-Corduba, 1T @ New Carthage holds.
IL: 2T @ Germany, 1T @ Pannonia & Lower Germany hold, 1T @ Pannonia-Rubicon, 1T @ Lower Ger-Belgica, 2T Rubicon-Rome
TH: 2T @ Moesia-Thrace, 2T @ Moesia-Byzantium, 2T @ Danube-Moesia, 2T @ Danube hold.
CR: 1S @ Knossos-Phaestus-Sparta-Corinth-Delphi, 1T @ Knossos-Sparta, 2T @ Phaestus-Corinth, 2T @ Phaestus-Delphi
AS: 1T @ Sinope-Ankara, 1T @ Sinope-Kanesh, 1T @ Van-Cilicia, 1T @ Van-Kanesh, 1T @ Cappadocia-Malkop, 1T @ Armenia-Van, rest hold.
BA: 2T @ Nineveh-Assyria, 2T @ Nineveh-Carhae, 2T @ Babylonia-Mesopotamia, 2T @ Babylonia-Babylon.
EG: 1T @ Upper Egypt-Ptolemais, 1T @ Buhen-Thebes, 1T @ Siwa-Jalo, 1T Siwa-Cyrenica, rest hold.

5-9: N/A

10: All advance to 4000 BC.

TURN 4:

1. TAXATION: n/a.
2. POPULATION EXPANSION: All double, except Africa & Thapsia & Egypt & Thebes (grow 3).
3. CENSUS: All at 16 except Crete (12) and Africa & Egypt (15)

Due next time are orders for Turn 4,4/5,3.

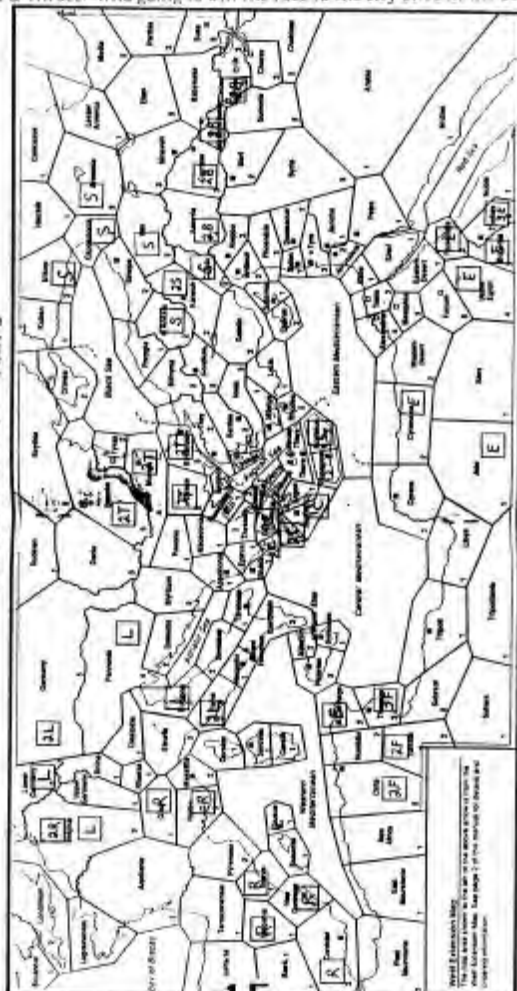
PRESS

Babylonia-Assyria: Maybe you should have been Babylonia so you could have played Souse in Susa!

Babylonia-Iberia: Do you have a sinking feeling?

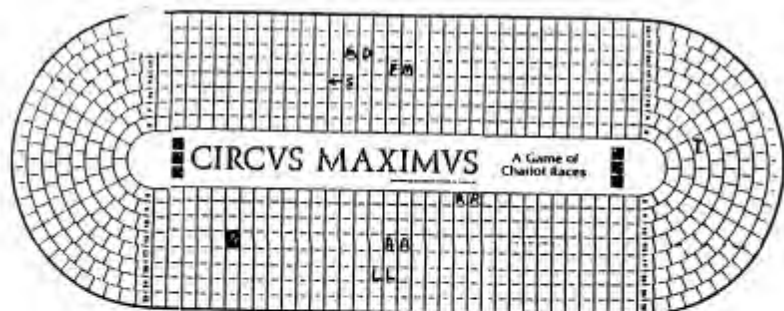
Babylonia-Illiria & Thrace: Who going to win the race to the city pifer in the south?

CONFERENCE MAP TURN 3



START AREA INFORMATION:

- | | | | | | |
|--|----------|----------------------------|--|----------|----------------------------|
| | L | Illyrian/Germany - Scythia | | T | Thrace/Syria |
| | S | Illyrian/Germany - Scythia | | R | Illyrian/Germany - Scythia |
| | E | Illyrian/Germany - Scythia | | C | Illyrian/Germany - Scythia |
| | F | Illyrian/Germany - Scythia | | A | Illyrian/Germany - Scythia |
| | B | Illyrian/Germany - Scythia | | D | Illyrian/Germany - Scythia |
| | G | Illyrian/Germany - Scythia | | H | Illyrian/Germany - Scythia |
| | I | Illyrian/Germany - Scythia | | J | Illyrian/Germany - Scythia |
| | K | Illyrian/Germany - Scythia | | M | Illyrian/Germany - Scythia |
| | N | Illyrian/Germany - Scythia | | O | Illyrian/Germany - Scythia |
| | P | Illyrian/Germany - Scythia | | Q | Illyrian/Germany - Scythia |
| | U | Illyrian/Germany - Scythia | | V | Illyrian/Germany - Scythia |
| | W | Illyrian/Germany - Scythia | | X | Illyrian/Germany - Scythia |
| | Y | Illyrian/Germany - Scythia | | Z | Illyrian/Germany - Scythia |



MARCIA WINS!

OPP.	COLOR	DRIVER (CPR/DN)	CART	WARRIORS	TEAM	END	Speed	P/E
2-1	White	Angela Amazonae (0/6)	H	0/0	1442	12	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	02	18	3/2
9-1	Black	Flippus Maximus (+1/4)	H	0/0	243-	02	10	2/1
11-1	Red	Marcia Victoria (0/8)	M	0/0	5436	00	17	3/2
17-1	Green	Maddus Davidus (0/5)	H	0/0	554-	01	14	3/2
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	-232	08	09	2/2
71-1	Pink	Lucius Lucius (+2/7)	H	0/0	532-	02	12	2/2
---	Blue	Quintus (RIP)	Wr	-/-	644-	02	14	2/2

L. Lucius: 12, no whip. Ahead 4, out 1, ahead 9. Lash attack A. Amazonae she accepts (1+2 vs 6 > +5 column, 6 = W). AA loses 1 driver hit box and 5 MP this turn. Critical Hit roll is 9 for no effect. Ahead 1, attack cart-horse, AA brakes (5+2 vs 9: -2 END). Ahead 1.

Sartorius: 18, no whip. Ahead 2, in 1, ahead 12, in 1.

M. Davidus: 14, no whip. Ahead 11, in 1. Attack Sartorius driver lash; S evades (7 vs 10+2, 2 MP used from next turn). Ahead 1.

Team Quintus: 14, ahead 14.

F. Maximus: 10, no whip. Ahead 10. Watch MV cross the finish line and contemplate how come she always gets the money when he does all the dirty work. Resolve to ask for a raise.

A. Amazonae: 11-5, whip (+2 MP -2 END). Ahead 3, attack Randius Rebbus driver lash. RR evades (8 vs 10+2). Ahead 1, attack LL cart-horse. LL (7 vs 8+2) evades. Ahead 1, out 1 attack again, evades again (6 vs 4+2, total of 2 MP from next turn). Ahead 1.

M. Victoria: 17, can't whip. Ahead 12. Cross finish line while bowing graciously and contemplating how to spend all the money. Ahead 5.

R. Rebbus: 9-2, no whip. Ahead 7.

Due next time are end game statements and orders for Turn 19 (we'll see who places and shows, then cut it off there). These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to broke, evade, or take it if attacked, and what lane to finish in if possible.

OPP.	COLOR	DRIVER (CPR/DN)	CART	WARRIORS	TEAM	END	Speed	P/E
2-1	White	Angela Amazonae (0/5)	H	0/0	1442	08	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	02	18	3/2
9-1	Black	Flippus Maximus (+1/4)	H	0/0	243-	02	10	2/1
17-1	Green	Maddus Davidus (0/5)	H	0/0	554-	01	14	3/2
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	-232	08	09	2/2
71-1	Pink	Lucius Lucius (+2/7)	H	0/0	532-	02	12	2/2
---	Blue	Quintus (RIP)	Wr	-/-	644-	02	14	3/2

Marcia Victoria pays 11-1 The Fryling; collect 35000 s, the Coronae collect 49500 s, and Cinnerius collect 11000 s.

PRESS: From the Diary of Maria Caius:

Screaming "Death to Avon users!", Lucius Lucius attacks Angela Amazonae with a very stiff Maximus Factor mascara brush. "Good grooming is a must in any arena," he stated with a force to be believed or risk being pummeled with the powder puff he always carries in his tunic. LL is truly a force to be reckoned with! Just ask A!

Screaming in retort, "Loreal, because I'm worth it!" AA uses an even stiffer lash brush than LL. Dodging & ducking the attack, LL evades using his powder puff. Not to be deterred, AA follows LL out with another eyelash attack. Missing the mark again, AA chokes in the cloud of powder the attack sets loose.



DUNE Two Battles!



Turn 1

THE CAST

ATREIDES (R. Fisher): 10S, 1C, 10T @ Arrakeen.

EMPEROR (Osborne): 10S, 1C.

FREMEN (Anderson): 3S, 1C, 5T @ Sietch Tabr, 4T @ False Wall South, 1T @ False Wall West.

GUILD (K. Wilson): 5S, 1C, 5T @ Tuck's Sietch

HARKONNEN (Bryden): 10S, 2C, 10T @ Carthage

IX (Morrison): 20S, 1C

TURN 1

1. The STORM starts at Sector 12.

2. SPICE BLOW: Funeral Plain(6), Minor Erg(8)

3. BIDDING: There are six cards available.

I bids 4, A bids 2, G bids 1; I gets _____ (4S to E).

I bids 4, G bids 1; I gets _____ (4S to E).

F bids 3, G bids 1; F gets _____ (3S to E).

E bids 2, G bids 1; E gets _____ (-2S).

H bids 4, A bids 3, E & G bid 2; H gets _____ @ _____ (4S to E).

G bids 2; G gets _____ (2S to E).

4. REVIVAL: None.

5. SHIPMENT: I ships 5T to Polar Sink (10S to G), E ships 3T to Habbanya Ridge Sietch (3S to G), A ships 2T to Arrakeen (2S to C).

6. MOVEMENT: A moves 5T from Arrakeen to Minor Erg(87). H moves 5T from Carthage to Minor Erg(87). F moves 1T from False Wall West to Habbanya Ridge Sietch.

7. COMBAT: Fremmen (1T) vs Emperor (3T, @) at Habbanya Ridge Sietch. Harkonnen (5T) vs Atreides (6T, @) at Minor Erg(87).

Due next time are Combat orders and orders for any voluntary actions up to and including Turn 2 Spice Blow.

ATREIDES (R. Fisher): 8S, 1C, 6T @ Arrakeen, 6T @ Minor Erg(87).

EMPEROR (Osborne): 18S, 2C, 3T @ Habbanya Ridge Sietch.

FREMEN (Anderson): 2S, 2C, 5T @ Sietch Tabr, 4T @ False Wall South, 1T @ Habbanya Ridge Sietch.

GUILD (K. Wilson): 18S, 2C, 5T @ Tuck's Sietch

HARKONNEN (Bryden): 4S, 4C, 7T @ Carthage, 5T @ Minor Erg(87).

IX (Morrison): 2S, 3C, 5T @ Polar Sink.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = IX, KH = Kwitzsch Haderach, L = leaders, S = spice, s# = sector #, T = token.

Press:

Guild to Boris: Are we going to give this game a nice name?

Boris to Guild: Probably not. I usually only assign names when I have two or more of the same game running.

STELLAR CONQUEST

SIMON WAGSTAFF--Combat orders for Turn 43 and orders for Turn 44.

JAMES T KIRK--Revised House Rules and list of options enclosed. Please vote.

BOARD NOTES:

Nut Woods, Cliff, and Cavea are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There is a giant at Le4 and Cr6. There are two trolls & the Alf at Ra1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool & a Troll are at Ce6; the octopus is at Cs1. There are two HF dragons at Cr2, a H-dragon at BL1, a T-dragon at Cl2, and the TF Dragon at the Hoard at BL6. The Small Campfire & the Bushkara are at NWS. Cr6 has a T-spider, two H-spiders, and the Cairns.

RULES INVOKED:

- 30.3: Pets must battle Bushkara
- 34.7/6 & 43.1: 'Fiery Blast' affects horses, but not riders.
- 34.7/6: Raoul kills Peter

DOWN WITH THE KING

The game will start if we get at least four players. Those interested should vote on:
Rule 38 options (except Short Game)
Short Game
Optional Fugitive Rules
Optional Tables.

LIFTOFF!

LIFTOFF recreates the drama of the great space effort by giving players the reins of their own space agencies. Players in *LIFTOFF* attempt to lead their space program in conducting a successful manned lunar landing. The first player to get an astronaut on the moon and return him or her safely wins the game.

We will be playing the 'regular' game, no options. Initial mailing will cover Phases 1-6 of 1956. We won't draw event cards on the 1st turn. Subsequent mailings will cover Phases 3-7 of each turn. The GM will handle other phases. So choose a country, buy some hardware, conduct some research, and declare any missions for 1957. Each country starts with 60 MB (megabuck = \$1,000,000).

NOTE: If we don't get at least four players, this game will be scrubbed.



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 DEADLINE FOR MOST GAMES IS 1200 NOON CENTRAL TIME 4 MAY 96

THE BOTTOM LINE

This is BORIS THE SPIDER, a "zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$12 in Canada, and \$18 overseas) or \$1 by E-mail via Genie or INET. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (904) 663-9061, INET: BOLDUC@EGLIN.AF.MIL or PRBOLDUC@AOL.COM. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball or old-time TV, and recognise your voice, you may get to talk to a real human, so don't hang up upon hearing Ma Nar's recorded message.



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BORIS THE SPIDER
c/o 203 Devon Ct
FWB, FL 32547-3110

FIRST CLASS MAIL

March 12, 1996

Dear Publisher/GM,

It's Runestone Poll time! The 1996 ballot is printed on the back of this letter. The Poll started rating Diplomacy-related zines in 1977 and has since expanded to cover GMs and subzines. We'd like you to help by distributing copies of the ballot to your players and readers—we won't be contacting them all directly.

Anyone may obtain a ballot by writing to us at the address below. Please let your readers know this if you don't want to distribute ballots yourself. You can even vote without using a ballot—just include your name and signature, indicate one way in which you participate in the North American Diplomacy hobby (sub to zine XXX, play in game YYY, etc.), and list the zines, subzines, and GMs you wish to vote for. Rate each from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate yourself or your publication.

You may *only* vote for GMs under whom you've played a postal or e-mail game since July 1, 1995, and whose competence you can rate fairly. Any game qualifies, not just Diplomacy or its variants. To vote for a zine you don't have to subscribe, but you must be able to rate it fairly. This means you've seen (or should have seen if not for delays) at least two issues since July 1, 1995. You may not vote for us or our publications.

Don't take the Poll too seriously. This is a hobby, and our goal is to have fun. But *do* vote carefully, not out of spite, or for zines you haven't seen. On the other hand, even if you've seen only one zine, you're welcome to rate it as long as you've seen enough of it to rate it fairly. We want input from everyone, not just a select few.

The Poll publication includes a list of voters. If you vote, but you don't want to be listed as a voter, please tell us by marking the spot indicated on the ballot.

We will tally the results on June 30; any ballots received after that will not count. To order the results, check where indicated on the ballot and send the corresponding fee. If you want only the pages of the Poll publication that deal with you, your zine, or your subzine, send us a SASE and let us know what you want.

Some of you may not want to take part in the Poll. If so, we respect your decision and we apologize for sending you a ballot. We thought it would be better to send a ballot and let you decide rather than run the risk of omitting someone who wanted to take part.

If you have any questions, please let us know! Thanks in advance for all your help—we couldn't do it without you.

Sincerely,

Eric and Claire Brosius
41 Hayward St.
Milford, MA 01757-3554 USA

The 1996 Runestone Poll

ZINE POLL

You may rate any *existing* postal or e-mail zine that you've read enough of to rate fairly. The means you've seen (or would have seen if not for delays) at least two times since July 1, 1995. Only North American zines are eligible, but anyone may vote. Rate each zine from 0 (the worst) to 10 (the best)—as fractions, please. Do not rate your own zine. Blank is for zines I forgot to list. Do not vote for me or my publications.

<input type="checkbox"/> Absolute	<input type="checkbox"/> Diplomacy	<input type="checkbox"/> The Foxy Dipl. Lecter
<input type="checkbox"/> The Abeyman Prince	<input type="checkbox"/> The Diplomatic Touch	<input type="checkbox"/> Persepolis
<input type="checkbox"/> Against the Odds	<input type="checkbox"/> Dippy	<input type="checkbox"/> Postcardia
<input type="checkbox"/> Alpha & Omega	<input type="checkbox"/> The Eccentric Diplomat	<input type="checkbox"/> The Prison
<input type="checkbox"/> American Diplomacy	<input type="checkbox"/> Electric Trains	<input type="checkbox"/> Pedagog
<input type="checkbox"/> Appalachian General	<input type="checkbox"/> Enigma	<input type="checkbox"/> Ranting WAY
<input type="checkbox"/> The Armchair Diplomat	<input type="checkbox"/> The Encounter	<input type="checkbox"/> Raindrops by Moonlight
<input type="checkbox"/> Bayville Gazette	<input type="checkbox"/> Everything	<input type="checkbox"/> River City Bay Gazette
<input type="checkbox"/> Belonged	<input type="checkbox"/> The Flying Frog	<input type="checkbox"/> S.O.B.
<input type="checkbox"/> Sun and Stars	<input type="checkbox"/> The Gamer's Zine	<input type="checkbox"/> The Sports Page
<input type="checkbox"/> Boat	<input type="checkbox"/> GOL	<input type="checkbox"/> Starwood
<input type="checkbox"/> Born the Spider	<input type="checkbox"/> Grand Heat	<input type="checkbox"/> The Strategist
<input type="checkbox"/> The Canadian Diplomat	<input type="checkbox"/> Glastair	<input type="checkbox"/> Seaside Square
<input type="checkbox"/> Carolina Card & Country	<input type="checkbox"/> Imaginary Friend	<input type="checkbox"/> The Tactful Ambassador
<input type="checkbox"/> CDD Medical Journal	<input type="checkbox"/> League of Nations	<input type="checkbox"/> Wee it by Land
<input type="checkbox"/> Chomskian	<input type="checkbox"/> Line House	<input type="checkbox"/> Yellow Pages
<input type="checkbox"/> Cognition	<input type="checkbox"/> Making Love in a Canoe	<input type="checkbox"/> _____
<input type="checkbox"/> Conspire	<input type="checkbox"/> Marine's Paradise	<input type="checkbox"/> _____
<input type="checkbox"/> Criticism Sky	<input type="checkbox"/> Metamorphosis	<input type="checkbox"/> _____
<input type="checkbox"/> Crossing the Rubicon	<input type="checkbox"/> Nicot	<input type="checkbox"/> _____
<input type="checkbox"/> Cyberdip	<input type="checkbox"/> Northern Plains Vol 2	<input type="checkbox"/> _____
<input type="checkbox"/> Diplomacy	<input type="checkbox"/> off-the-shelf	<input type="checkbox"/> _____
<input type="checkbox"/> Diplomacy World	<input type="checkbox"/> Opheer Box	<input type="checkbox"/> _____

GM POLL

You may rate any GM *exactly* whom you played any postal or e-mail game since July 1, 1995 for long enough to judge him or her fairly. Only North American GMs are eligible, but anyone may vote. List GMs alphabetically by name (not title). Rate each GM from 0 (the worst) to 10 (the best)—as fractions, please. GMs may not rate themselves. Do not vote for me.

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ADVERTISEMENT

For the main list (zines, subzines, and GMs) send 64 cents, two 32 cent U.S. stamps, or an issue of your zine in which you publish a ballot. For the Poll publication, send \$5.00 or more and check here _____. Last year's publication was 53 pages long, it contained main lists, articles, statistical analysis, and lots more! Thanks for your donations; they really help.

SUBZINE POLL

A subzine is a regular section of a zine which is (a) edited by someone other than the zine editor(s), or (b) edited by the zine editor(s), but devoted to a specific hobby service. Any subzine of a North American zine is eligible. The other instructions are the same as those for the Zine Poll.

<input type="checkbox"/> A New Dawn	<input type="checkbox"/> Interim	<input type="checkbox"/> The Tar Pits
<input type="checkbox"/> Across the Ice	<input type="checkbox"/> Iron Mike's Subzine	<input type="checkbox"/> Traill's (Buck)
<input type="checkbox"/> And Now... Rev. Lafoon	<input type="checkbox"/> It's Good to be Right	<input type="checkbox"/> The Upsilon Voice
<input type="checkbox"/> Beginner's Luck	<input type="checkbox"/> It's Me Again	<input type="checkbox"/> Vaginal Discharge
<input type="checkbox"/> The Brazilian Times	<input type="checkbox"/> Joe's Subzine	<input type="checkbox"/> The Voice of Sanity
<input type="checkbox"/> By the Waters of Babylon	<input type="checkbox"/> Male Shall...	<input type="checkbox"/> WAYside
<input type="checkbox"/> BWAY	<input type="checkbox"/> Modern Diplomacy	<input type="checkbox"/> WAYwords
<input type="checkbox"/> College Football Ratings	<input type="checkbox"/> Ooze	_____
<input type="checkbox"/> Fred's Column	<input type="checkbox"/> Mr. Todd's Wild Ride	_____
<input type="checkbox"/> The French Connection	<input type="checkbox"/> Octopus's Garden	_____
<input type="checkbox"/> The Gospel Detachment	<input type="checkbox"/> Plausible Paraphernalia	_____
<input type="checkbox"/> The Green Goblin Speaks	<input type="checkbox"/> Sassy's Slapshot	_____
<input type="checkbox"/> HardBop	<input type="checkbox"/> Snowball Fighting	_____
<input type="checkbox"/> Historical Spotlight	<input type="checkbox"/> Steve's Spot	_____
<input type="checkbox"/> It's a Free	<input type="checkbox"/> Strategic Intelligence	_____

Send this ballot to Eric Brunsius, 41 Hayward St., Milford, MA 01757

Your ballot must arrive by June 30, 1996. Please vote early if you can.

Indicate one way in which you take part in the North American postal or e-mail gaming hobby (sub to zine XXX, play in game XXXXX, etc.) _____

Signature _____

Print your name neatly: _____

Check here ____ if you do not want your name on the list of voters.

GI's can't tell who you are or your ballot isn't signed, it may not be counted!

RUNESTONE POLL CONTEST

Guess the Zine Poll winner—the prize is a travel Diplomacy board with magnetic pieces. To be eligible you must vote in the Poll and correctly guess the winning zine. We will pick the contest winner at random from the set of eligible entrants. The names of the winner and any other eligible entrants will be published in the Poll publication.

To enter, print your address neatly: _____

The zine you think will win: _____

THE CAROLINA ACADEMY OF DIPLOMACY PRESENTS

DIXIECON X

The 10th Year of the Premier Diplomacy Event on the East Coast

**The University of North Carolina
Chapel Hill, NC**

**May 24-26, 1996
(Memorial Day Weekend)**

This three-day event draws the best players from the South and beyond for a three-round Diplomacy tournament and other competitions. On Friday night, May 24, players congregate for tournaments in other games, with the Diplomacy action beginning the next morning. Playing in at least two of the three Diplomacy rounds makes one eligible for awards. Tournaments in other games such as Titan, History of the World, Magic, United, Miniatures and 1830 will proceed throughout the weekend also. Dixiecon was the site of the 1990 World Diplomacy Championships, and the 1994 North American Diplomacy Championships.

**Features Include: Three Round Diplomacy Tournament
Plaques and Other Prizes
Titan, Rail Games and Miniatures Events
Inexpensive Campus Housing
Experienced Convention Staff**

****For More Information Contact: David Hood, 2905 20th Street NE, Hickory NC 28601****

DIXIECON X

This three-round tournament features some of the best Diplomacy players in the country. In addition to the showcase tournament, there will also be events in History of the World, Magic, Titan, United, 1830 and miniatures. Please send the form below ASAP if you are interested in attending. A booklet with more specific information will go out to all preregistrants in late April.

The first official Diplomacy round will begin at 10:00 am on Saturday morning, with other events to take place on Friday night and throughout the Con. Rooms are available for rent on Friday, Saturday and/or Sunday nights at the rate of \$30 per room. A limited number of rooms are available for Thursday night as well. The rooms are air-conditioned, and feature free linen service (though you should bring a blanket yourself.) Please indicate on the form whether you want a room to yourself, or if you would rather share with someone. Also indicate if you have a roommate already lined up.

Free shuttle service will be available to those who fly into Raleigh-Durham International Airport, or to those who take Amtrak to Raleigh, Durham or Greensboro. Please get in touch with David Hood if you need assistance with your travel plans.

DIXIECON X REGISTRATION FORM

Name: _____

Address: _____

Phone: _____

Fees Enclosed: \$15/night for a double room _____

Checks payable to David Hood \$30/night for a single room _____

\$15 for registration fee _____

Please send to: David Hood, 2905 20th Street NE, Hickory NC 28601